

**IN THE CLAIMS:**

Following are the current claims. For the claims that have been marked as amended in this response, any differences in the claims below and the current state of the claims is unintentional and in the nature of a typographical error:

1. (Currently Amended) A method for object model processing, comprising:  
generating a first view of an object model along a specified direction (~~draw direction~~);  
identifying first-view edges and first-view faces visible in the first view;  
generating a second view, opposite of the first view (~~against the draw direction~~);  
identifying second-view edges and second-view faces visible in the second view; and  
assigning a region to each of the first-view edges, first-view faces, second-view edges, and second-view faces.
2. (Currently Amended) The method of claim 1, wherein the regions are assigned so that  
if a face is a first-view face only, then it is assigned to ~~the~~ a cavity face region;  
if a face is a second-view face only, then it is assigned to ~~the~~ a core face region;  
if a face is a first-view face and a second-view face, then it is assigned to ~~the~~ a crossover face region;  
if a face is ~~[[non-a]]~~ not a first-view face and ~~[[non-a]]~~ not a second-view face, then it is assigned to ~~the~~ an undercut face region;  
if an edge is ~~[[non-a]]~~ not a first-view edge and ~~[[non-a]]~~ not a second-view edge, then it is assigned to ~~the~~ an undercut edge region; and  
if an edge has two adjacent faces belonging to a cavity and a core face each, then it is assigned to ~~the~~ a parting edge region.

3. (Currently Amended) The method of claim 1, further comprising identifying parting loops, including a parting line loop and patch loops, wherein parting loops are comprised of parting edges, and a parting line loop is defined as the ~~one~~ parting loop with a maximum loop length against the specified draw direction, and all other loops are assigned as patch loops.
4. (Original) The method of claim 1, further comprising storing the assigned regions.
5. (Original) The method of claim 1, wherein the first view is a top view and the second view is a bottom view.
6. (Original) The method of claim 1, further comprising selecting an object model.
7. (Original) The method of claim 1, further comprising specifying a draw direction.
8. (Original) A data processing system having at least a processor and accessible memory, comprising:
  - means for generating a first view of an object model;
  - means for identifying first-view edges and first-view faces visible in the first view;
  - means for generating a second view, opposite of the first view;
  - means for identifying second-view edges and second-view faces visible in the second view; and
  - means for assigning a region to each of the first-view edges, first-view faces, second-view edges, and second-view faces.

9. (Currently Amended) The data processing system of claim 8, wherein the regions are assigned so that
- if a face is a first-view face only, then it is assigned to ~~the~~ a cavity face region;
  - if a face is a second-view face only, then it is assigned to ~~the~~ a core face region;
  - if a face is a first-view face and a second-view face, then it is assigned to ~~the~~ a crossover face region;
  - if a face is ~~[[non-a]]~~ not a first-view face and ~~[[non-a]]~~ not a second-view face, then it is assigned to ~~the~~ an undercut face region;
  - if an edge is ~~[[non-a]]~~ not a first-view edge and ~~[[non-a]]~~ not a second-view edge, then it is assigned to ~~the~~ an undercut edge region; and
  - if an edge has two adjacent faces belonging to a cavity and a core face each, then it is assigned to ~~the~~ a parting edge region.
10. (Currently Amended) The data processing system of claim 8, further comprising means for identifying parting loops, including a parting line loop and patch loops, wherein parting loops are comprised of parting edges, and a parting line loop is defined as the ~~one~~ parting loop with a maximum loop length against the specified ~~draw~~ direction, and all other loops are assigned as patch loops.
11. (Original) The data processing system of claim 8, further comprising means for storing the assigned regions.
12. (Original) The data processing system of claim 8, wherein the first view is a top view and the second view is a bottom view.
13. (Original) The data processing system of claim 8, further comprising means for selecting an object model.

14. (Original) The data processing system of claim 8, further comprising means for specifying a draw direction.

15. (Original) A computer program product tangibly embodied in a computer-readable medium, comprising:

instructions for generating a first view of an object model;

instructions for identifying first-view edges and first-view faces visible in the first view;

instructions for generating a second view, opposite of the first view;

instructions for identifying second-view edges and second-view faces visible in the second view; and

instructions for assigning a region to each of the first-view edges, first-view faces, second-view edges, and second-view faces.

16. (Currently Amended) The computer program product of claim 15, wherein the regions are assigned so that

if a face is a first-view face only, then it is assigned to ~~the~~ a cavity face region;

if a face is a second-view face only, then it is assigned to ~~the~~ a core face region;

if a face is a first-view face and a second-view face, then it is assigned to ~~the~~ a crossover face region;

if a face is ~~[[non-a]]~~ not a first-view face and ~~[[non-a]]~~ not a second-view face, then it is assigned to ~~the~~ an undercut face region;

if an edge is ~~[[non-a]]~~ not a first-view edge and ~~[[non-a]]~~ not a second-view edge, then it is assigned to ~~the~~ an undercut edge region; and

if an edge has two adjacent faces belonging to a cavity and a core face each, then it is assigned to ~~the~~ a parting edge region.

17. (Currently Amended) The computer program product of claim 15, further comprising instructions for identifying parting loops, including a parting line loop and patch loops, wherein parting loops are comprised of parting edges, and a parting line loop is defined

as the ~~one~~ parting loop with a maximum loop length against the specified draw direction, and all other loops are assigned as patch loops.

18. (Original) The computer program product of claim 15, further comprising instructions for storing the assigned regions.
19. (Original) The computer program product of claim 15, wherein the first view is a top view and the second view is a bottom view.
20. (Original) The computer program product of claim 15, further comprising instructions for selecting an object model.
21. (Original) The computer program product of claim 15, further comprising instructions for specifying a draw direction.